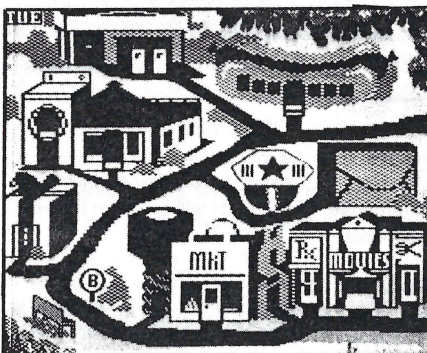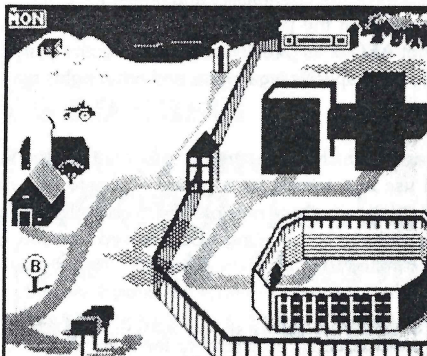# RETURN OF THE DINOSAURS ™

MAIN STREET SCENE

What should you buy in the gift shop? Which aisle is best in the drugstore? Should you eat at the DinoDog Diner? What does the police sgt. know? Have you seen the movie? Will the bank give you a gift? Is there a clue in the hardware store? Look out for the grease at the gas station!

RURAL SCENE

Where is Luke with his flock? Should you go in the stadium? Is there a letter for you? Don't go to the hospital! Where is the nook to look for the right book in the library? Farmer Saurus is plowing. Mrs. Saurus is selling homemade pies. Are you hungry? What is in the rat hole?

MUSEUM SCENE
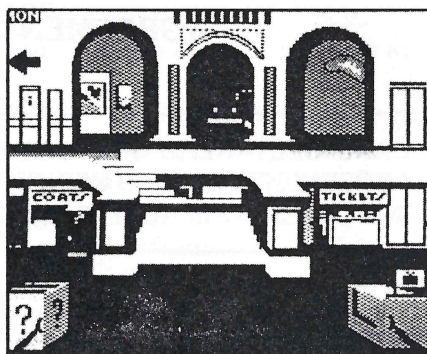
Must you check your briefcase? Do you have a briefcase? The elevator or the stairs? Which floor? What's the lecture about? What's hidden in the basement?

MUSEUM PARK SCENE

Where will a ride on a carousel take you? Fancy some flowers or a colorful balloon? Are hot dogs cheaper in the park? What does Nanny know in the Tot Lot? How about a boat ride? Watch out, it's slippery around the fountain! Who's in the Museum parking lot? Where is Auntie Sedent? What is that strange looking building with T T?

AEC AEC Software

RETURN OF THE DINOSAURS ™

A DATABASE ADVENTURE

User's Guide

SOLVE THE MYSTERY!
SAVE YOUR HOME TOWN!

FROM THE DATAVENTURE ™ SERIES

RETURN OF THE DINOSAURS ™

A DATABASE ADVENTURE

Published By American Educational Computer, Inc.

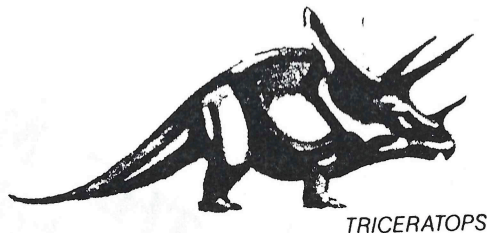Developed By Intentional Educations, Inc.

Product Manager, Jeb Bucher
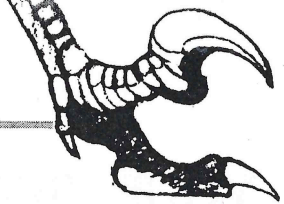
Author, Susan Christie Thomas

Programmer, Matt Osher

Artists, Elisa Bernstein,

Gary Fujiwara

TRICERATOPS

THE GAME'S AFOOT!

EMERGENCY!

Your friend, Professor T. Rex, awakens you at 7 AM with startling news. He has invented a TIME TRANSPORTER to allow him to travel back in time. However, an overload during initial testing created a CRACK IN TIME allowing DINOSAURS to return to your home town. HE NEEDS YOUR HELP!

So far, only the Professor and you are aware of this secret, but the townspeople are beginning to suspect something is wrong! They've seen strange tracks . . . heard odd sounds . . . found eerie bits of evidence!

ONLY SO MUCH TIME!

You must act quickly to prevent panic in returning each dinosaur to its proper place and period in the Mesozoic Era before 10 PM Friday!

To find them, you must move through areas of your home town seeking clues to use in searching the DINOFILE to determine the creature's NAME, its PERIOD in the era, and its proper PLACE in the world. Time passes as you move about gathering information. Solving the problem gets tougher and tougher as you progress through 4 levels of difficulty.

OF COURSE YOU NEED MONEY!

You begin each adventure with cash and 3 meals. As you move about, you use energy and must eat at 7 AM, 12 PM and 6 PM to maintain your strength. You may walk through the scenes or ride the bus or a taxi (they cost money and take time). You also may purchase items to get clues.

You can earn more cash by performing errands or working on the Newspaper's Dino Column. Each question answered correctly earns $10, but incorrect responses cost $3. You may also find cash in hiding places.

USE THE DINOFILE AND NOTE TAKER!

Use the DINOFILE to review information about dinosaurs to help answer questions from clues. Record your clues and other helpful information in your electronic note book using the NOTE TAKER.

When you know the dinosaur's NAME, PERIOD and LOCATION, take him home using the TIME TRANSPORTER. When you arrive, watch him appear!

DO YOU ACCEPT THE CHALLENGE?

Then proceed . . .

YOUR SEARCH BEGINS!
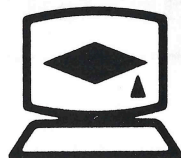
GETTING STARTED (APPLE)
5.25" Disk Drive

Insert the **RETURN OF THE DINOSAURS (TM)** Disk #1, label side up, into your disk drive, close the drive door, and turn on your computer and monitor. The program will load into memory and begin the introduction. When instructed, remove the disk from the drive, and turn it over (side with no label), put the disk back into the disk drive, close the drive door and press the Space Bar.

After you enter the Time Transporter, you will be instructed to remove Disk #1 and replace it in the disk drive with Disk #2, close the drive door and press the space bar.

3.5"

Insert the **RETURN OF THE DINOSAURS (TM)** 3.5" disk into your 3.5" disk drive and turn on your computer and monitor. The program will load into memory and begin its introduction. No disk flipping or swapping will be required.

GETTING STARTED (IBM)
5.25" or 3.5" Disk Drive

Start up your computer using 2.0 or 3.0 series MS-DOS or IBM-DOS disk. When you see the A⟩ prompt, remove the DOS disk and replace it with the **RETURN OF THE DINOSAURS (TM)** Disk. Type **DINO** and press Enter (Return). Depending upon the graphics adaptor in your computer, follow the appropriate instructions for either a Color or a Hercules Graphics Adaptor.
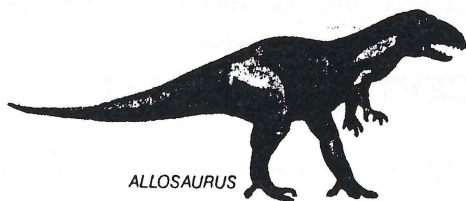
ALLOSAURUS

You are the "Star"! (★)

Move your star through the scenes by using these keys:
> Arrows
> PgUp
> PgDn
> Home
> End

Watch the screen directions for use of these keys:
> PgUp
> PgDn
> Home
> End
> Enter (or Return)
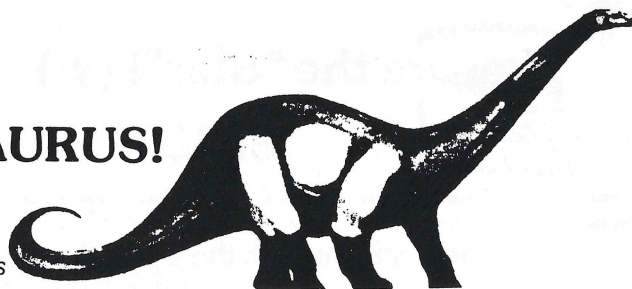> Space Bar

TAKE CONTROL with these keys:
> Ctrl and F to use the DINOFILE
> Ctrl and N to enter notes in your ELECTRONIC NOTE BOOK
> Ctrl and S to check STATUS of cash and meals
> Ctrl and I to check ITEMS purchased
> F1 to get the HELP screen
> F10 to turn SOUND on or off
> ? to get HINTS or EXTRA HELP
> Esc to QUIT the current action
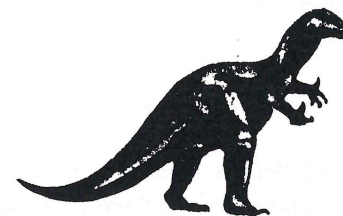
IGUANODON

HOW TO BAG A BRONTOSAURUS!

BRONTOSAURUS

(Or any of the 69 others in the DinoFile)

Your search begins in one of the four scenes: Main Street, Rural Countryside, Museum Park (look for the Time Transporter), or inside the Museum.

You move to different areas within the scenes using the arrow keys and other keys noted on page four.

You move to and from each scene by walking the roads (beware of unseen pitfalls), riding the bus or taking a taxi (they cost more . . . but take less time).

Many places in each scene have items and meals for sale that you may or may not need later on. Should you spend the money? Several places cost money to enter, but, if you don't go in . . . you won't get the clue! Some offer you the opportunity to earn money. Do you need more money? Check your money and meals status with Ctrl and S. Check your items with Ctrl and I.

Each person you meet has something to tell. Is it a valid clue or a wild Dino chase? Is it a clue or a hint? A clue is something about a dinosaur. A hint heads you toward the place where the next clue can be found. How can you remember all the clues? Enter key words and other information you might want to remember in your electronic note book with Ctrl and N. These clues, checked against the DinoFile facts, make it possible for you to solve the mystery and save your home town!

HOW TO STRING A STEGOSAURUS ALONG
(Using the DinoFile)

STEGOSAURUS

The DinoFile is used to determine the exact NAME OF THE DINOSAUR, the PERIOD IN WHICH HE BELONGS (Triassic, Jurassic or Cretaceous), and the PLACE WHERE HE LIVED (you choose from maps before continental drift separated the land masses).

HERE'S HOW IT WORKS

As you begin play, a statement is displayed that includes the first clue about the Dinosaur. Here is a simple example from level one.

CLUE #1
"Something strange has been seen in town. They're testing the jailhouse bars in case they have to capture the beast and hold it there."

HINT
While in Level One, you can receive a HINT regarding a CLUE by pressing the "?" key. With the above CLUE you would receive this HINT: "You will find the next CLUE at the Police Station."
* You should record "Go To The Police Station" as a hint, in your electronic notebook, by pressing "CTRL" and "N" to call up the Note Taker, then type "Go to the Police Station".
* Then press the "ESC" key to go back to the home town scene.

Next, go to the Police Station. You may walk to this area, or you may take the bus (remember the bus costs money). When you walk up to the station, a message will appear asking if you want to go in. Press "Y" for yes, and enter the station. Sergeant Prime Evil will state the next clue.

CLUE #2
"In a nightmare last night, I saw a creature we studied in Professor Smartt's course on the Jurassic Period. — Wes arrived late for his job at the Gate House".

HINT
By pressing the "?" key, you will receive a HINT: "You now know that the creature came from the Jurassic Period and that Wes at the Gate House of the Rural Scene has the next CLUE."
* Record this information in your electronic note book as described before, then go to the Gate House in the Rural Scene (take the bus).

When you arrive at the Rural Scene, move to the Gate House, where Wes will give you the next CLUE.

CLUE #3
"People all over town have been having nightmares of seeing a beast the size of a huge lizard. I bet the information desk at the museum will know something."
* Again, record the key clues in your electronic note book. If needed, the HINT would tell you the creature is <u>huge</u> and that you should go to the <u>information desk</u> at the <u>museum</u>.

When you arrive at the museum information desk, you will be told about a special at the museum shop. Sometimes you will need to check comments like this to see if it impacts the CLUE.

CLUE #4

"Maybe I was dreaming, but I'm sure I was awake when I saw claws up to 6" in measurement."

HINT

The hint will reveal claws up to 6" to be the CLUE.

* Record this in your electronic note book.

Using The Dino File

You now have three CLUES; Jurassic Period, Huge Size, 6" Claws. Use the DINO FILE to determine the creature's NAME and LOCATION.

* Press "CTRL" and "F" to access the Dino File. Initially there are five options that will be shown:

Option	Purpose
1. See List of Creatures	To display the names of all Dinosaurs in the Dino File.
2. Read About a Creature	To display informative data about a Dinosaur.
3. Make a List of Some Creatures	To sort the Dinosaurs in the list using one of several keys.
5. Leave the File	To exit the Dino File.

* Begin your search by pressing option #3 — "Make a List of Some Creatures". You will receive the following list of information categories which may be used to begin limiting the search:

Name	Locomotion
Pronunciation	Diet
Period	Notes of Interest
Place(s)	Order
English Name	Sub (Infra) Order
Size	Sources
Weight	Clueset Level
Measurements	

* Using the "?" Key at this point would give you a HINT to make a list using the three pieces of information you have determined; Jurassic — Huge — 6" Claws.
* Begin narrowing the search by moving the highlighter initially to "Period", using the down arrow key.
* Press the "ENTER" (or "RETURN") key and receive three options:

Cretaceous
Jurassic
Triassic
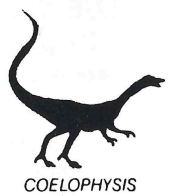
COELOPHYSIS

* For our example, select the Jurassic Period by either typing in Jurassic and pressing "Enter" (Or "RETURN") or by pressing "F2" and moving the cursor to Jurassic using the down arrow key.
* You then receive a listing of all Dinosaurs that existed during the Jurassic Period. There are five options available at the bottom of the screen.

Option	Purpose
Make List Smaller	To reduce the list based upon additional clues.
Back Up	To back up the list to the sequence and with the contents that existed prior to the last action.
Order	To sort the file into a new sequence.
Read About	To display information about a specific Dinosaur.
All Records	To restore the list to include all Dinosaurs in the Dino File.

* For our example, Make The List Smaller by limiting the search to Huge creatures. To do this, type "M", the initial letter of the "Make List Smaller" option. You will receive the options listed earlier for "Make a List".
* Move the cursor to the category "Size" and press "ENTER" (or "RETURN").
* Type in the option you desire, in our case, Huge. Then press "ENTER" (or "RETURN").
* Make this list smaller in the same fashion as noted above. This time, move the cursor to "Measurements" and press "ENTER" (or "RETURN"). A list of general measurements for the list of Dinosaurs we have built is displayed.
* Make this list smaller by typing in "Claws" then press "ENTER" (or "RETURN") and see the narrowed list.

For our example, the one Dinosaur that fits the three clues is the Allosaurus.

* Select the option "Read About" and get a display of facts about the Allowaurus, including its location, our final clue.

Take the Dinosaur Home

It's now time to take the Dinosaur home. To do this, press the "ESC" key and then take Option #7 to exit the Dino File. Find the Time Transporter, enter it and follow the instructions to take the Dinosaur back to its period and location.

Practice Using The Dino File

It is possible to access the Dino File from the initial program menu. Taking this option will allow you to review the contents of the file, make lists, re-order the information within the file and read about any of the Dinosaurs included. Follow the example with "Here's How It Works" for a description of options.
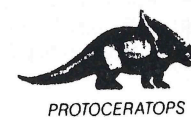
PROTOCERATOPS

Advanced Dino File Techniques

Searches of the Dino File may be based upon exact matches of key words such as the following.

* Make a list of all Dinosaurs that were plant eaters. The key words are plant eaters to be searched in the Diet section. A list would be prepared of all plant eaters.

Searches may also be based upon mathematical comparisons such as greater than (>), less than (<) or not equal (~), such as the following:

* Make a List of all Dinosaurs that weighed more than 10 tons.
* To accomplish such a search, the player must first determine the order in which comparative information is recorded in the Dino File. In this case, Make a List based upon weight, and look at the records. You will see that weight is recorded in the file in the following format:

    Example — tons, 10

* To search the file for all Dinosaurs over 10 tons, Make a List by selecting weight, then entering the following parameter:

    > tons, 10

Searches may also be based upon alphabetic comparisons, such as initial letters, key words, phrases or partial spellings like the following:

* Make a List of all Dinosaurs whose names include the spelling saurus. The name portion of the Dino File would then be searched for all Dinosaurs whose names include the syllables "saurus".

Many combinations of these selection techniques may be used to make lists and search for specific information. This is a powerful tool that allows real creativity and challenge for the player, in finding new selection criteria.

**It's so easy!
It's such fun!
WHOOPS! Look at the time!
Gotta eat! Outa money!
Stay cool, you can handle it . . .
and, as of now . . .
the game is all yours!**

BRACHIOSAURUS